



GATORMUN XXIII

Dodging Blue Shells: Mario Kart Racers' Union Background Guide

Felipe Posada

Dodging Blue Shells: Mario Kart Racers' Union

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Letter from the Director:

Dear Racers,

Hello everyone! I am Felipe Posada and I will be your director for the Dodging Blue Shells: Mario Kart Racers' Union committee. I'm a rising senior at Florida International University with a political science and international relations double major focusing on Latin American studies. I'm originally from New York and moved to Miami when I was 7. I joined Model UN two years ago and am proud to be a part of such an amazing conference this year. Ever since I was young, I have been an avid Mario Kart player and enthusiast. With every new iteration released throughout the years, we have seen the game grow into the through the game mechanics the Nintendo developers have introduced, whether it be Mario Kart Wii's trick mechanics, Mario Kart 7's gliding, underwater driving, and kart customization, or Mario Kart 8's antigravity. Now, as characters within the Mario universe, it is your turn to work together to create a new Mario Kart game. As an avid crisis delegate, I expect to see crazy creative ideas. I want to see just how innovative your directives and backroom notes can be. My only condition is that you back it up with content. As long as your ideas have substance and reason, go as far as you want. Finally, as this is a Model UN conference I ask that everyone remains kind, respectful, and diplomatic. A true leader is someone who finds a way to work with and include everyone as much as possible. Don't break anything in the Geneva Convention. Whatever you decide to do with Mario Kart, its future is in your hands.

Sincerely,
Felipe Posada

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Rules of Procedure

Quorum

A majority of voting members answering to the roll at each session shall constitute a quorum for that session. This means that half plus one of all voting members are present. Quorum will be assumed consistent unless questioned through a Point of Order. Delegates may request to be noted as "Present" or "Present and Voting."

Motion to Suspend the Rules for the Purpose of a Moderated Caucus

This motion must include three specifications

- Length of the Caucus
- Speaking Time
- Reason for the Caucus

During a moderated caucus, delegates will be called on to speak by the Committee Director. Delegates will raise their placards to be recognized. Delegates must maintain the same degree of decorum throughout a Moderated Caucus as in formal debate. This motion requires a simple majority to pass.

Motion to Suspend the Rules for the Purpose of an Unmoderated Caucus

This motion must include the length of the Caucus. During an unmoderated caucus, delegates may get up from their seats and talk amongst themselves. This motion requires a simple majority to pass. The length of an unmoderated caucus in a Crisis committee should not exceed fifteen minutes.

Motion to Suspend the Meeting

This motion is in order if there is a scheduled break in debate to be observed. (ie. Lunch!) This motion requires a simple majority vote. The Committee Director may refuse to entertain this motion at their discretion.

Motion to Adjourn the Meeting

This motion is in order at the end of the last committee session. It signifies the closing of the committee until next year's conference.

Points of Order

Points of Order will only be recognized for the following items:

- To recognize errors in voting, tabulation, or procedure
- To question relevance of debate to the current Topic
- To question a quorum.

A Point of Order may interrupt a speaker if necessary and it is to be used sparingly.

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Points of Inquiry

When there is no discussion on the floor, a delegate may direct a question to the Committee Director. Any question directed to another delegate may only be asked immediately after the delegate has finished speaking on a substantive matter. A delegate that declines to respond to a question after a formal speech forfeits any further questioning time.

Points of Personal Privilege

Points of personal privilege are used to request information or clarification and conduct all other business of the body except Motions or Points specifically mentioned in the Rules of Procedure. Please note: The Director may refuse to recognize Points of Order, Points of Inquiry or Points of Personal Privilege if the Committee Director believes the decorum and restraint inherent in the exercise has been violated, or if the point is deemed dilatory in nature.

Rights of Reply

At the Committee Director's discretion, any member nation or observer may be granted a Right of Reply to answer serious insults directed at the dignity of the delegate present. The Director has the ABSOLUTE AUTHORITY to accept or reject Rights of Reply, and the decision IS NOT SUBJECT TO APPEAL. Delegates who feel they are being treated unfairly may take their complaint to any member of the Secretariat.

Directives

Directives act as a replacement for Draft Resolutions when in Crisis committees, and are the actions that the body decides to take as a whole. Directives are not required to contain operative or preambulatory clauses. A directive should contain:

- The name(s) of the author(s)
- A title
- A number of signatories/sponsors signatures' necessary to
- introduce, determined by the Director

A simple majority vote is required to introduce a directive, and multiple directives may be introduced at once. Press releases produced on behalf of the body must also be voted on as Directives.

Friendly Amendments

Friendly Amendments are any changes to a formally introduced Directive that all Sponsors agree to in writing. The Committee Director must approve the Friendly Amendment and confirm each Sponsor's agreement both verbally and in writing.

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Unfriendly Amendments

Unfriendly Amendments are any substantive changes to a formally introduced Directive that are not agreed to by all of the Sponsors of the Directive. In order to introduce an Unfriendly Amendment, the Unfriendly Amendment must be the number equivalent to 1/3 of Quorum confirmed signatories. The Committee Director has the authority to discern between substantive and non-substantive Unfriendly amendment proposals.

Plagiarism

GatorMUN maintains a zero-tolerance policy in regards to plagiarism. Delegates found to have used the ideas of others without properly citing those individuals, organizations, or documents will have their credentials revoked for the duration of the GatorMUN conference. This is a very serious offense.

Crisis Notes

A crisis note is an action taken by an individual in a Crisis committee. Crisis notes do not need to be introduced or voted on, and should be given to the Crisis Staff by sending the notes to a designated pickup point in each room. A crisis note should both be addressed to crisis and have the delegate's position on both the inside and outside of the note.

Motion to Enter Voting Procedure

Once this motion passes, and the committee enters Voting Procedure, no occupants of the committee room may exit the Committee Room, and no individual may enter the Committee Room from the outside. A member of the Dias will secure all doors.

- No talking, passing notes, or communicating of any kind will be tolerated during voting procedures.
- Each Directive will be read to the body and voted upon in the order which they were introduced. Any Proposed Unfriendly Amendments to each Directive will be read to the body and voted upon before the main body of the Directive as a whole is put to a vote.
- Delegates who requested to be noted as "Present and Voting" are unable to abstain during voting procedure. Abstentions will not be counted in the tallying of a majority. For example, 5 yes votes, 4 no votes, and 7 abstentions means that the Directive passes.
- The Committee will adopt Directives and Unfriendly Amendments to Directives if these documents pass with a simple majority. Specialized committees should refer to their background-guides or Committee Directors for information concerning specific voting procedures.

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Roll Call Voting

A counted placard vote will be considered sufficient unless any delegate to the committee motions for a Roll Call Vote. If a Roll Call Vote is requested, the committee must comply. All delegates must vote: "For," "Against," "Abstain," or "Pass." During a Roll Call vote, any delegate who answers, "Pass," reserves his/her vote until the Committee Director has exhausted the Roll. However, once the Committee Director returns to "Passing" Delegates, they must vote: "For" or "Against."

Accepting by Acclamation

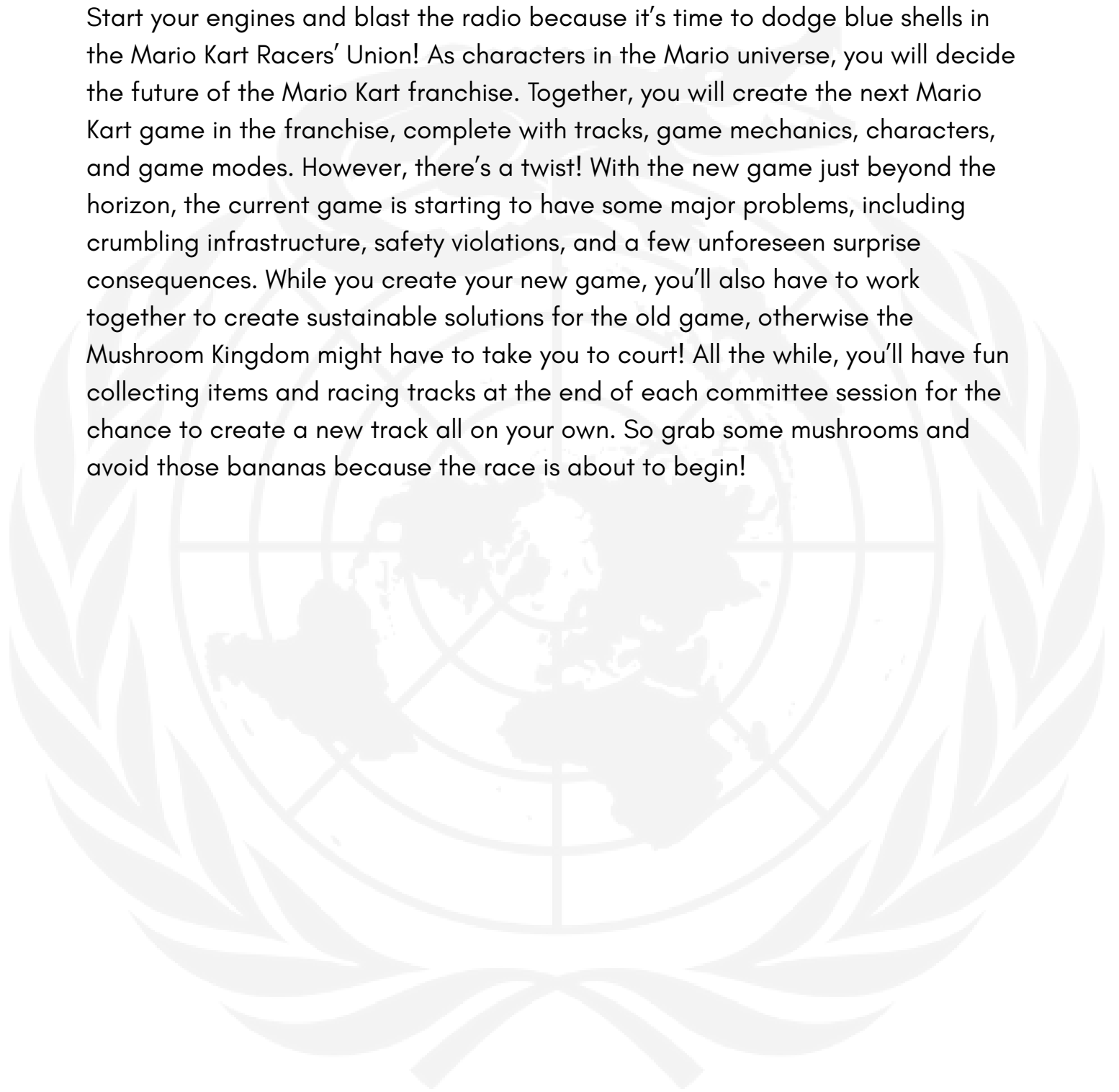
This motion may be stated when the Committee Director asks for points or motions. If a Roll Call Vote is requested, the motion to Accept by Acclamation is voided. If a delegate believes a Directive will pass without opposition, he or she may move to accept the Directive by acclamation. The motion passes unless a single delegate shows opposition. An abstention is not considered opposition. Should the motion fail, the committee will move directly into a Roll Call Vote.

Tech Policy

Technology will not be allowed throughout the course of the committee. Delegates are prohibited from using their technology inside the committee room. However, they are encouraged to do research before and during assigned breaks.

Introduction to Committee

Start your engines and blast the radio because it's time to dodge blue shells in the Mario Kart Racers' Union! As characters in the Mario universe, you will decide the future of the Mario Kart franchise. Together, you will create the next Mario Kart game in the franchise, complete with tracks, game mechanics, characters, and game modes. However, there's a twist! With the new game just beyond the horizon, the current game is starting to have some major problems, including crumbling infrastructure, safety violations, and a few unforeseen surprise consequences. While you create your new game, you'll also have to work together to create sustainable solutions for the old game, otherwise the Mushroom Kingdom might have to take you to court! All the while, you'll have fun collecting items and racing tracks at the end of each committee session for the chance to create a new track all on your own. So grab some mushrooms and avoid those bananas because the race is about to begin!



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Mario Kart Franchise Timeline

The original Super Mario Kart entered into development in the early 1990s, with the idea being to create a racing game where two players could race simultaneously. It wasn't even until months into development that the developers had the idea to have Mario be included as the racer which then grew into the full-on Mario spinoff experience we know and love today. It would subsequently release in 1992 for the Super Nintendo Entertainment System (SNES) to very high critical acclaim. It was the first home-console racing game to toy with the idea of multiplayer racing, as well as introduced the now infamous battle mode, where players would win not by racing faster but by fighting each other in a confined space through items. Super Mario Kart was also revolutionary for introducing items into the racing genre.

Following its very successful debut, a sequel would be released in 1996 for the next home console, the Nintendo 64. With the new console's increased power, the new installment was able to enter the 3D realm, graduating from Mode 7 graphics to real 3D graphics. However, the console was not able to fulfill full 3D graphics without sacrificing stable game performance, forcing the development team to innovate, deciding to include 2D images of 3D racer renders, resulting in the game's staple hybrid art style.

Later, in 2001, Mario Kart would enter the handheld market with the release of Mario Kart Super Circuit for Gameboy Advanced. What's most notable about this entry is that it's the only game in the series to developed by a different game company. Instead of Nintendo themselves developing the game, it would be developed by Intelligent Systems, the company behind WarioWare and Paper Mario series. This led to it having an incredibly unique art style, track settings, and music, with tracks such as Cheese Land, Ribbon Road, and Sky Garden. In addition, this game would include a prototype for the modern retro cups that have tracks from previous games as it included the entirety of Super Mario Kart's tracks as unlockable content.

In 2003, Nintendo would bring back Mario Kart with the biggest leap ever onto the new Nintendo Game Cube. As the name would suggest, this entry would have all players now race with two characters at the same time. This would greatly affect all aspects of the gameplay, from players being able to have two items at the same time, changing the way character and kart stats are determined, to the establishment of character-specific items. Due to the need for twice as many characters compared to the last game, Mario Kart Double Dash would be the game to introduce the largest amount of characters to the series at once at a whopping 11 new characters including now series regulars like Daisy, Birdo, Waluigi, and Toadette, who is completely a Double Dash original character, created as a partner for Toad. In addition to all this, Mario Kart Double Dash would introduce the modern version of drifting, non-3-lap tracks, and the first inclusion of real 3D graphics.

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In 2005, Nintendo would release Mario Kart DS for the new Nintendo DS handheld console. As a game in itself, it doesn't take any unique game choices like Double Dash but would make some big leaps. This game would be the first Mario Kart to have online capabilities with the new Nintendo Wi-Fi Connection system. However, it was incredibly flawed as it only allowed for 4 players, omitted 12 of the 32 tracks, and had multiple normal game features either glitch or not work at all. Mario Kart DS would also be the first and only game to include a mission mode, with 56 unique missions and 7 boss battles, adding a whole new game mode. Finally, it would be the first game to formally introduce retro tracks, with 4 grand prix cups containing 4 racetracks each from all previous Mario Kart games.

In 2008, Nintendo would release arguably the most famous series entry with Mario Kart Wii for the Nintendo Wii console. This game would introduce a number of changes for the series. The largest change would arguably be the introduction of bikes, an entirely new vehicle category with a new driving style. While the traditional kart would have what's called outward drift, where drifting would swing the vehicle outward around a turn, half of the new bikes would have the new inward drift, where they would immediately lean inwards as they turn, allowing for much tighter turns and cleaner lines. In addition, bikes would allow players to perform wheelies, giving them a significant speed boost at the cost of temporarily not being able to steer. These new aspects would lead inward bikes to become the new standard for competitive and online racing. Another major introduction would be the new trick system. Whenever a player would jump off a ledge, halfpipe, or bump, they would be able to shake their remotes or press the D-pad to perform a trick as they jump and receive a speed boost once they land. This allowed for new track design and more robust gameplay. Mario Kart also increased the number of racers on the track from 8 to 12, leading to more chaotic races. In addition, the game would greatly expand on the online gameplay, with the creation of an entire Mario Kart channel on the Wii home menu, which had regular tournaments, time trial rankings, online ghost data, and so much more. In addition, online games now included all tracks, full 12-player lobbies, and fully working features. The last notable aspect of the game is how glitchy it was. More so than any other game, Mario Kart Wii had incredibly glitchy boundaries, game physics, and lap checkpoints, leading to a robust community of players committed to finding and using shortcuts, glitches, and other weird game features.

In 2011, Mario Kart 7 would release for the Nintendo 3DS handheld console. Although the most forgotten entry, Mario Kart 7 would introduce a large amount of major changes to the series. A major introduction is the inclusion of kart customization. Where in previous games you were given a number of different karts to choose from, in Mario Kart 7 you were given a number of wheels, kart bodies, and gliders to choose from all with different stats allowing you to fully customize your karts. Now you might be asking, what do you mean gliders? Well, this game would introduce kart gliding, where karts would glide through the air from certain jumps, allowing for more vertical track designs. Mario Kart 7 would also introduce underwater driving. Although they might seem a bit gimmicky, these new aspects allowed for completely new track types and aspects that were missing from previous entries.

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Finally, we end with Mario Kart 8, released for the Wii U in 2014. The definitive Mario Kart entry, this game is by far the most polished and robust entry in the series. With full 1080p graphics, this is easily the best-looking game by far. In addition, for the first time in the entire series, the music was recorded live rather than played with midi files. The game also brought back kart customizations, gliding, and underwater driving. The big new game mechanic introduced is anti-gravity, allowing for players to drive vertically, upside-down and sideways, allowing for much more dynamic tracks. And with the release of Mario Kart 8 Deluxe for the Nintendo Switch and multiple DLC packs, the game has become by far the most complete entry with a whopping 96 tracks, the largest character roster, multiple battle modes such as shine thief and cops and robbers, and the best graphics, many consider this the perfect Mario Kart game.

Important Mario Kart Aspects

As alluded to during the franchise timeline, there are a few game aspects that can really make or break a Mario Kart game. Arguably the most important is track design. You want to be able to design tracks that are dynamic and engaging without becoming too difficult for the casual player. If a Mario Kart game doesn't have fun tracks, people are not going to want to play the game. In addition, you have to create a mix of difficult and easy tracks as Mario Kart also has a progression of difficulty starting with the starter mushroom cup consisting of the 4 easiest tracks, followed by the flower cup, then the star cup, and ending with the special cup containing the 4 most difficult tracks. Track design includes the shape of the track, the length of the track, its obstacles, jumps, item box location, track setting, music, and shortcuts. Another important game aspect is the art style. Although a bit more abstract than track design, art style is instrumental in deciding a game's identity. Art style includes character design, game menus, fonts, kart design, textures, and the game logo. A few popular art styles in the gaming industry include cartoon, realistic, hand-drawn, and cel-shaded. A game's music is also quite important during game development as it works with a game's art style in creating its identity. A game's music is created through its instrumentation, genre, style, and tone. In addition, a game must also have music made for its tracks, menus, title screen, items, and results screen. A few other aspects to consider include graphics quality, items, drifting, steering, and stat balancing.

Current Situation

It is currently May 2024, with many players clamoring for a new game. You are currently all Mario character inside of Mario Kart 8/Mario Kart 8 Deluxe released all the way back in 2014. Even though a large amount of DLC has been released since to give players content, many are starting to feel the fatigue of having no new game for ten years, the longest period of time between two releases in the franchise ever. Nintendo has given all of you sentience and tasked you with a major goal.

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It is now your job to create the next Mario Kart entry in one year's time. You will have to find a way to implement everything from character roster, art direction, drifting mechanics, racetrack design, to even character designs, kart designs, and music direction. However, Nintendo has been quite negligent with Mario Kart 8. As you design the next game, many issues will arise in your current game, and you will have to address these sudden crises while you continue to design the next game. With many considering Mario Kart 8 to be the perfect Mario Kart game, how do you want to make the next game even better?

However, that's not all! As you work to create the next Mario Kart, you will have multiple curveballs thrown your way from Mario Kart 8. Ever since you've been given sentience, it's almost like the video game world has become equally as real. Roads are starting to crack, item boxes aren't regenerating, and the Mushroom Kingdom is beginning to function like a real-life nation, complete with a robust legal and legislative tradition. As you begin your journey to a new Mario Kart, the current one is going to begin forcing your attention away with a myriad of issues from strikes, safety issues, and legal repercussions. How will you find a way to deal with these arising problems while still working on the new game?

Grand Prix

While all of you debate, you will have the chance to participate in a grand prix! At the end of every committee session, you will be given one of the many racetracks in Mario Kart 8 to race on. During the session, you will race along the track, collecting items before the grand prix in your crisis notes. In addition, you will be given the option to save the items or use it before the grand prix begins. Certain items like green shells, bananas, and blue shells could be used during the session to sabotage another delegate during the grand prix. The backroom will use die to decide what items you receive, replicating the randomness of item blocs in the real game. Each item will give certain boosts or penalties at the grand prix at the end. You will have the chance to choose different kart parts that will affect your speed, handling, and acceleration stats. Each stat will have a different effect. Handling will affect your odds of dodging items, acceleration will reduce the penalty of offensive items, and speed will add a certain total boost to your final die roll. You will have to strategize which stats to prioritize and gamble on whether or not you think other delegates have sabotaged you. In the end, everyone will roll die with these boosts and penalties applied, and the highest die roll will win the grand prix. The winner of the grand prix will be able to design an entire track for the next game on their own in a second note at the beginning of the next session. I understand the mechanic might seem a bit pointless with the possibility of it being dominated by luck but what I want to see most is how you strategize with this mechanic and how you utilize the extra note if you do manage to win it.

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Questions to Consider:

1. What do I want to change from Mario Kart 8?
2. How can I make the new entry fun and distinct from the previous one?
3. What aspects of the game do I want to prioritize?
4. What new game mechanic would I want to introduce?
5. How can I make Mario Kart 8 safe in the meantime?
6. What makes for sustainable infrastructure?

Characters

Mario: The titular character of the game series, Mario is also the main protagonist of the Super Mario series. After being introduced in the 1981 Donkey Kong game, his own first game, Super Mario Bros, would be released for the Nintendo Entertainment System in 1985, growing into the world-famous series with 19 separate 2D and 3D mainline games as well as dozens of spinoff series, including the Mario Kart games.

Luigi: As Mario's brother, Luigi for a long time would be treated as a shadow to Mario, being introduced as a second playable character to Mario. However, as time went on, Luigi would quickly develop his own identity within the Super Mario franchise. On the Nintendo GameCube, Luigi would get his first solo title with Luigi's Mansion which would become a recurring series, with the most recent entry being Luigi's Mansion 3 released in 2019 for the Nintendo Switch. In addition, Luigi would differentiate himself in the mainline Super Mario games by getting his own playstyle, being given more slippery and floaty physics compared to Mario.

Princess Peach: The main princess of the Mario universe, Princess Peach has been a staple of the Super Mario series, with Mario's main objective being to save Peach in most of the game. However, Peach has her own identity besides damsel in distress. She the ruler of the Mushroom Kingdom, the main setting within the Mario series, and lives within Peach's Castle, a major landmark in both Super Mario and Mario Kart. In addition, she is a playable character in every Mario spinoff as well as more recently in Super Mario RPG, New Super Mario Bros. U Deluxe, Super Mario 3D World, Paper Mario, and Super Mario Bros. Wonder. She also has her own standalone games with Super Princess Peach released in 2005 for the Nintendo DS and Princess Peach: Showtime released in 2024 for the Nintendo Switch.

Princess Daisy: One of the main recurring characters of the Mario Universe, Princess Daisy was first introduced 1989's Super Mario Land as the Princess of Sarasaland which is actually made up of four constituent kingdoms, being Baributo Kingdom, Muda Kingdom, Easton Kingdom, and Chai Kingdom, each of which correspond to a real life place and have their own unique inhabitants. In Super Mario Land, Princess Daisy gets kidnapped by Tatanga, an evil space alien that takes over Sarasaland and hypnotizes all of the inhabitants to be under his control and needing Mario to rescue.

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Much like Peach and Pauline, though, she would later grow into her own unique character in the Mario Series, over time becoming the extroverted tomboy we love today. She is spunky, confident, energetic, and completely unapologetic, with her main voice line in Mario Kart Double Dash being her loudly proclaiming "Hi! I'm Daisy!" Along with this tomboyish personality, Daisy has become synonymous with the Mario sports games, being one of the stronger characters in Super Mario Strikers. It was also in Super Mario Strikers that we would see the most heightened version of herself, going so far as to showboat when she scores a point and being a ruthless teammate and opponent. When it comes to her powers, they tend to revolve flower-related and tied to daisies as her name would suggest.

Princess Rosalina: The newest princess in the Mario universe, Rosalina was introduced in Super Mario Galaxy in 2007, the main 3D Mario game for the Wii. Rosalina was introduced as the adoptive mother of the Lumas, star creatures that have the ability to transform into celestial bodies such as planets. She also commands the Comet Observatory, a large spaceship she built with the Lumas fueled by Power Stars. Within the larger Super Mario series, Rosalina would be playable in most Mario spinoffs since her debut as well as in Super Mario 3D World.

Pauline: The original damsel in distress, she has become so much more than her original archetype. Despite having a decades' long hiatus after the original Donkey Kong games, she has reestablished herself as one of the main female protagonists in the Mario universe. Most recently in Super Mario Odyssey, Pauline was reintroduced as the mayor of New Donk City, one of the game's many kingdoms. In addition, throughout the Switch era, she would be branded as a famous singer and actress within the Mario universe.

Toad: Although not the most influential, Toad has always been one of the most consistent characters of the Mario series. In the mainline Super Mario games, Toad has always been intertwined within the lore, with Bowser turning the Toads into the brick blocks found throughout the games' levels. In addition, they would make up the vast majority of the Mushroom Kingdom's population. Toads have been seen acting as Peach's advisors, business-owners, and explorers.

Toadette: As a Mario Kart original character, Toadette has very much become a series staple. She was first created as Toad's partner for Mario Kart Double Dash's two-racer mechanic. However, she has since grown into her own character in the Mario Universe. She would become playable in New Super Mario Bros. U and earn her own exclusive powerup, the Super Crown. With the Super Crown, Toadette transforms into Peachette, a Princess Peach lookalike with an outfit based on her original form.

Yoshi: Yoshi is an iconic Mario series character. First introduced as a new rideable character for Super Mario World in 1990, Yoshi has gone on to be the star of his own series much like Donkey Kong and Wario. He's a dinosaur-like creature from Yoshi's Island and is one of many Yoshis. He's an incredibly cheerful and friendly, even taking care of Baby Mario, Baby Luigi, Baby Peach, and Baby Wario in Super Mario World 2: Yoshi's Island.

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Yoshi also has a few powers, including flutter kicks and the ability to eat anyone and turn them into an egg which can then be used as a projectile weapon.

Birdo: Birdo, along with Shy Guy, is one of the few Mario characters not even originally intended for the Mario series, as she was repurposed from the cancelled game Doki Doki Panic. In addition to her big red bow and massive diamond ring, her main defining characteristic is her funnel-shaped mouth that she can shoot eggs from. Unlike most of the other characters who are very clearly good or evil, Birdo is very much a neutral character, alternating between a Mario enemy and Mario ally across the franchise. Much like Yoshi, she is also one of many Birdos with different colors that possess the same feminine appearance. This bleeds into her larger personality, being an incredibly determined and confident character, highlighted by her goal of becoming a superstar and being the first known Birdo to emerge in the public spotlight. She is also incredibly affectionate and friendly with everyone which shows in her dialogue throughout multiple games and her very upbeat voice lines. Her major flaw is her vanity, leading her to be eccentric in her demeanor and self-image. Despite all this, however, many across the world most importantly consider her to be a trans icon, as in the instructional booklet for Super Mario Bros. 2 describes her as "He thinks he is a girl and he spits eggs from his mouth. He'd rather be called 'birdetta.'" This, along with her repeated use of feminine pronouns and appearance throughout the series since her introduction has confirmed to many that she is transgender and unapologetically so.

Bowser: The main antagonist of the Mario universe, Bowser is the King of the Koopas and Mario's main villain. Starting in Super Mario Bros. in 1985, Bowser would often start each 2D Mario game by kidnapping Princess Peach and taking her to his castle for Mario to rescue. He also floods the world with his army of minions, the most notable ones being Koopa Troopas, Goombas, Magikoopas, Hammer Bros, Shy Guys, Piranha Plants, and Bullet Bills. He also has his children the Koopalings. There are 7 Koopalings named Larry, Morton, Wendy, Iggy, Roy, Lemmy, and Ludwig, each of which owning a magic wand with a unique magic power. Bowser also has his most recognized kid, Bowser Jr, who often joins him personally in many games. Bowser also has many of his own powers and weapons, including the ability to breath fire, strong claws, spines on his shell, and dark magic. As a character, Bowser is portrayed as an arrogant, selfish, persistent tyrant who aims to acquire his own physical land, which is his main reasoning behind his actions in Super Mario Galaxy and throughout the larger Super Mario series.

Bowser Jr: As Bowser's main child, he is one of the main secondary villains alongside Kamek in the Mario universe, being the Prince of the Koopas. He was first introduced in Super Mario Sunshine, the second 3D Mario platformer game, and acted as the game's main antagonist, covering Isle Delfino in toxic goop with his magic paint brush and framing Mario by using his Shadow Mario disguise created with a magic bandana. He would also use his magic paintbrush to create many of the enemies found throughout the game, including goobles, pokeys, piranha plants, bloopers, boos, and cataquacks. He would take this paint motif into the spinoff games as his special power.

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In the rest of the Super Mario main franchise, he would act as the mini boss and be the final enemy in many of the towers and fortresses, especially in Super Mario Galaxy.

Wario: Wario is one of the main antagonists of the Mario universe. He was first introduced in Super Mario Land 2 released in 1992 and is a warped version of Mario, taking all of Mario's distinctive features and hyper-exaggerating them by giving Wario a large head, big muscles, a fat round body, short legs, and a long pointy mustache. This even applies to his own name which is a portmanteau of Mario and Japanese word warui meaning "bad". As a character, Wario is portrayed as greedy and power-hungry. In Super Mario Land 2, he steals Mario's castle for himself; in Wario Land: Super Mario land 3, he goes on a quest to steal the Brown Sugar Pirates' treasure in order to create his own castle that's better than Mario's; and in his own WarioWare series introduced in 2003, he is in charge of his own video game company that created microgames in order to make money and dominate the video game industry.

Waluigi: Much like Wario is a warped version of Mario, Waluigi is a warped version of Luigi and acts as Wario's sidekick, with a scraggly mustache and an incredibly tall and lanky frame. Waluigi has not been given much of a background or even his own game however, despite being consistently included in Mario games since his creation in 2002. His main defining characteristic is actually his large amount of self-pity, causing him to seek validation and praise. This has led to him becoming an edgy and bold character and thus given him a cult fanbase for his bold unapologetic personality and easily memorable moments.

King Boo: Introduced in Luigi's Mansion, King Boo is the ruler of the Boos and ghosts and is an ally of Bowser. He is an incredibly powerful character in the Mario universe. As seen in the Luigi's Mansion series, he has a number of strong powers, including the ability to create things, open portals, create illusions, and trap characters and objects inside of paintings. However, his powers are limited as he must be surrounded by other Boos in order to gain strength. In addition, he is incredibly scared of being seen as he covers his face whenever someone looks at him. King Boo is also a very interesting multidimensional character. In addition to being a prankster who enjoys scaring and tricking his enemies, he also has a soft spot for interior design. In the Luigi's Mansion games, E. Gadd often comments on his decision to redecorate the mansions making it scarier. He's also seen admiring the paintings he's trapped people in, notably commenting on how good of a painting he thinks Mario makes.

Donkey Kong: One of the very first Nintendo video game characters, Donkey Kong was first introduced in the original Donkey Kong arcade game in 1981 alongside Mario and Pauline as the main antagonist. He would maintain the same Donkey Kong arcade games identity until 1994 when the British video game developer Rare would partner with Nintendo to create a 3D Donkey Kong platformer which would become Donkey Kong Country released in 1994. This would mark the point at which the Donkey Kong universe diverges from the Super Mario series, becoming a parallel franchise taking place in the same world. From here until 2002, Rare would create a whole franchise of Donkey Kong games that would expand the Donkey Kong canon.

Dodging Blue Shells: Mario Kart Racers' Union

These games would introduce the main antagonists of King K. Rool and the Kremlings as well as the full Kong friend group including the popular Diddy Kong, Dixie Kong, Tiny Kong, and Funky Kong. This would also establish his new home, Donkey Kong Island, and the importance of bananas to Donkey Kong and the other Kongs. In addition, major plot point of multiple games is Donkey Kong's banana stockpile and his quest to retrieve his stolen bananas from the Kremlings.

Honey Queen: Honey Queen was first introduced in Super Mario Galaxy as the ruler of the Honeyhive galaxy. She's a massive bee dozens of feet tall complete with a crown and a purple cape and heels. She rules over a planet full of honey, trees, and bees and introduces players to the new Bee Mushroom Powerup which allows the player to turn into a bee and fly for a short period of time as long as they don't fall into water. In Super Mario Galaxy 2, she reprises her role in the Honeyhop Galaxy, living at the top of the Queen Bee Planet. In addition, she is mentioned multiple times by her bee subjects in the Honeybloom Galaxy.

Shy Guy: Shy Guy, along with Birdo, is one of the multiple enemies designed for the cancelled game Doki Doki Panic which was repurposed into the American version of Super Mario Bros. 2. Shy Guy has since become a recurring character in the Mario series, seen filling the role of chef, criminal, and so much more. However, throughout it all, we have never once seen behind his infamous face mask, with a few games even teasing players with fake-out reveals. Despite being one of the most mysterious characters used to fill in games and crowds, he has easily become a fan favorite over the years.

Dry Bones: Dry Bones is one of the most iconic Super Mario enemies, being introduced in Super Mario 3 as a skeletal version of Koopa Troopa. Dry Bones is one of the more powerful enemies as it is invulnerable, collapsing into a pile of bones upon being jumped on but quickly reassembling and reanimating. This challenge has caused it to be relegated to the more difficult levels of Fortresses and Castles, the end levels of each world in the Super Mario games.

Lakitu: As one of the most recognizable characters in the Mario Kart franchise, Lakitu has been a part of the series since the very beginning as the referee and the main person in charge of recovering fallen racers. In the larger Mario series, Lakitu is one of the original Super Mario Bros. enemies, riding around in his cloud and throwing spiny eggs down at Mario. Lakitu would also fill the role of referee for multiple sports games as well including the Mario Tennis and Mario Baseball games.